

A Portable 3D FFT Package for Distributed Memory Parallel Architectures

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Abstract.

On a distributed memory massively parallel supercomputer, we are implementing parallel algorithms for 3D FFTs, which are carried out as a series of (local) sequential 1D FFTs through a series of data transposes such that all data with coordinates along the dimension in which the 1D FFT is performed are present in this processor. In an 1D data distribution, each processor contains a number of complete x-y planes of the 3D data. Fully optimized and assembly coded sequential FFTs, such as BLAS routines, are used in the algorithm. After the FFTs in the x and y dimensions are carried out, we do a global data transpose to a data distribution in which each processor now contains the complete x-z planes so that FFT's along the z-dimension can be carried out. 3D FFTs with 2D and 3D data distributions are similarly carried out.

We designed a local permutation algorithm which reshuffles data locally to allow the global data transpose be carried out in place, reducing the memory requirement of the algorithm from the usual two copies of the input data to just one copy of the input data: the 3D FFT is done in place. No extra memory is needed except a small buffer for communications.

The package has been implemented for 1D and 2D data distributions. For the 1D data decomposition, a 3D forward and inverse FFT of $256 \times 256 \times 256$ real data on a 16-node Paragon takes 6.1 second. (This should be compared with 2.7sec on a CRAY C-90 for a single forward FFT on complex data of the same size, using the CRAY assembly library routine). In scaling runs with fixed size per processor on Intel Delta up to 128 nodes, total time grows slower than $\log(P)$, where P is the total number of processors.

We are currently extending the FFT package to 3D data decomposition and to more choices of x,y,z orientations along the processor dimensions.